

**NORTHWEST BASKETBALL ASSOCIATION**  
**2011-2012**  
**BOY'S RULES AND REGULATIONS**

**NBA Commission Members and Gym Coordinators**

Kent Bradford	SAA
Jarrett Kelough	YKN
Jim Swigart	PSA
Ray Meier	MUS
Kenny Haydon	ELR
Mike Hoehner	DCO (Deer Creek Optimist)

**Gym Locations**

SAA - **Satellite Athletic Association**  
One block East of Tulsa on  
N.W. 57<sup>th</sup> (Tulsa is between Portland  
and Meridian)  
942-9497

YKN - Yukon Optimists  
**Yukon Lakeview Middle School.**  
2700 N. Mustang Road. School  
is on east side of Mustang Road  
just south of NW 39<sup>th</sup> (Highway 66)

YKN- **Yukon Skyview Elementary School**  
2800 N Mustang Road. School is  
east side of Mustang Road just South of  
NW 39th (Highway 66)

MUS- Optimist Club of Mustang  
**PE Building** – 1 block west of Mustang  
Road on Juniper. Juniper is approx 4  
blocks south Highway 152. Gym is on  
south side of Juniper

MUS- **9<sup>th</sup> Grade Center**- Go ¼ mile west of  
Mustang Road on Hwy 152 then go south  
on S. Heights and the road will dead  
end into the parking lot.  
Memorial Rd on N. Kelley

MUS South Middle School – go south on  
Mustang Road approx 8 blocks south  
of Highway 152, turn west on Dowden  
Dowden will dead end at the school.

PSA - Piedmont Sports Association  
**Simpson Hall** - This is the old high school gym located next  
to the elementary school. Piedmont is located on Highway 4  
(Piedmont Road) approximately 2 miles north of Northwest Expressway  
Highway 4 is approximately 6 miles west of Council Road in Okla City  
School is approximately ½ mile north of the 4-way stop in Piedmont on west  
side of road.

ELR - **Jenks –Simmons Field House** – 400 S. Country Club Drive Take I-40 wst to Exit 123 Country  
Club Road. Go North (right turn) 1 ½ miles to Sunset Drive. Turn left on Sunset and take an immediate  
right into the Jenks Simmons Field House parking lot

ELR - **Roblyer Middle School** 427 SW 27 Street. Take I-40 West to Exit 123 Country Club Road. Go  
North (right turn) and then take an immediate right turn (east) on SW 27<sup>th</sup>. (27<sup>th</sup> runs parallel to I-40).  
Continue on SW 27<sup>th</sup> for ¾ mile and Roblyer Middle School is on south side of road. The gym is located  
on the east side of the school and is called Vernon Reuter Activity Center.

**DCO – Deer Creek Optimist** – 20701 N MacArthur – 5 miles north of Kilpatrick Turnpike on MacArthur  
Blvd Located at the intersection of NW 206 and MacArthur. The gym is on the northwest corner of the  
intersection next to the Administration Bldg.

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**SPECIAL INSTRUCTIONS**

1. Please note that there are multiple gym sites for Yukon, Mustang, El Reno. Consult your schedule and list of locations above and on the previous page. Review your schedule for the correct court.
2. The first team listed on the schedule is the **HOME** team. The **VISITING** team will wear target jerseys, if needed.
3. Please notify all parents the game admission is \$3.00 for adults (16-62) and \$1.00 for seniors (over 62). This admission pays for scorekeepers and referees. There will be two coaches passes per team issued. **NO EXCEPTIONS.**
4. Please do not bring basketballs to the gyms. The gyms will provide warm-up basketballs.
5. Gyms will open 20 minutes before the first scheduled game time. Please notify players and parents not to arrive any earlier than 20 minutes prior to the first scheduled game time.
6. Check your schedule for multiple games on a weekend. Some teams may play two or three games during a given weekend. There are several instances where a team plays twice on Saturday. Please use this to assure that you have identified all games for your team. For questions, call your Commissioner.
7. Games will be played unless notified of cancellation by the Gym Coordinator or Commissioner- they will contact you if a game is canceled for any reason.
8. Coaches for each site should check the schedule carefully for any games being played in their practice gyms. If a game is scheduled during their practice time, then the practice is canceled.

**Trophy Qualification**

League divisions of six or less teams will receive first and second place trophies based on overall record excluding exhibition games. Divisions of seven or more teams will receive first, second and third place trophies based on overall record excluding exhibition games.

**I. ADMINSTRATIVE ORGANIZATION**

- A. All administrative and policy making functions of this organization shall be under supervision of the Northwest Basketball Association (NBA) Commission. The NBA Commission shall consist of one representative/commissioner from each of the organizations involved: Satellite Athletic Association (SAA), Yukon Optimists (YKN), Optimist Club of Mustang (MUS) El Reno NBA (ELR) Piedmont Sports Association (PSA) Deer Creek Optimist (DCO). There shall be a Chair, Secretary, Treasurer, and Chairman-Elect from the members of this commission. It shall be the duty and responsibility of the Chair to designate the duties and responsibilities of the other members and officers of the commission.

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### II. DUTIES OF THE COMMISSION

- A. It shall be the duty of the commission:
- B. To approve the admission of teams and coaches into the association.
- C. To establish and enforce such rules of sportsmanship and ethical conduct of coaches, players, and fans as will further the purpose of the Association.
- D. To establish and enforce game rules and regulations and rules pertaining to player eligibility.
- E. To provide and maintain playing courts for all scheduled league games except for games played at a team's home gym with the approval of the commission.
- F. To provide officials for all scheduled league games.
- G. To schedule all league games, including postponed games.
- H. To serve as the judicial body for the association. As such judicial body, the commission shall have authority to suspend or remove permanently from the association any team, coach, or player who shall, in the opinion of the commission, be guilty of conduct prejudicial to the aims and purposes of the association.
- I. To provide each coach with an official roster sheet for each team that shall indicate to the commission, each player's:
  - 1. Name
  - 2. Phone number
  - 3. Jersey number
  - 4. Birth date
- J. To provide each coach, prior to the team's first league game, with a schedule showing date, starting time, and gym location for games to be played in the league.
- K. To provide each coach and team sponsors with weekly reports during the playing season of game results and team standings within his league.
- L. To provide for the awarding of suitable championship trophies in each league. Individual trophies shall be given by the association for first and second place teams in each division, or as deemed by the commission.
- M. To take such action as it shall deem advisable and necessary in any situation not specifically hereafter provided for in these rules and regulations.

### III. LEAGUE ORGANIZATION

- A. League organization: The association shall consist of several leagues (divided by age) and divisions (based on experience levels/abilities).
- B. Placement of teams: Teams will be placed in divisions, based on information (coach's requests, preseason schedule, record and point spread, previous year record, etc.) A team can only play up in an age group in league play if the team agrees to play up. The commission can't place a team up in an age group without the team/coach approval. A team will play in the same age group in the post season tournament as played in regular league play, unless the team wants to play up in age group. If the team plays up in age group in the post season tournament, the team will be placed in the "B" bracket.
- C. Affiliation fee: For an organization that has a gym available for home games, the fee is \$35.00 per team. This is an "each team" fee regardless of how many teams an organization may have.
- D. Age cutoff: August 1 (age on July 31) of the playing year shall be the cutoff date in all leagues.
- E. Minimum age requirements: Players must be at least six years of age by August 1 of the playing year to be eligible to play in the NBA.
- F. Official playing season: the official playing season shall be December through March of each year.
- G. Number of scheduled league games: Each team shall play at least one officially scheduled game against each of the other teams in its league/division.
- H. Postponed games: All league games shall be played at the scheduled time and on the scheduled date of the scheduled gym as authorized by the commission. If a game in progress is called because of

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inclement weather, or other valid reason, the commission may reschedule such game. Any games that cannot be made up will result in a forfeit by both teams. Any changes in the schedule must be communicated in advance to the NBA commission.

- I. See revised forfeit fee application on page 8.
- J. Effective the 1996-1997 season, all NBA head coaches must be National Youth Coaches Association (NYSCA) Certified prior to the first game. Failure to do so will result in forfeiture of all games until certified. It is recommended that the assistant coaches be certified for backup purposes.
- K. No boots, cleats, or colored soles that can mark floors are allowed.
- L. All tournament fees (preseason or post-season) must be paid prior to bracketing teams, per established time/date. NO REFUNDS- NO EXCEPTIONS.

### IV. CODE OF ETHICS

- A. Scouting of teams: No coach, manager, player, or other person associated with a team shall scout any other team in the association during other teams' inter-squad activities (practices).
- B. It shall be unethical for any coach or manager to initiate the transfer of any player to his team from any other team or organization with which that player shall have played, either during the current season or during the preceding season or seasons. Such conduct shall be regarded by the commission as prejudicial to the best interest of both the player and the association and may result in the barring of the coach and/or his team from the association.

### V. SPORTSMANSHIP

- A. It will be considered unethical conduct for a coach to prevent a badly beaten team from scoring.
- B. No full-court press is allowed by any team leading by 20 points or more. Penalty is a technical foul on the bench. The technical does not count towards coach ejection. Furthermore, if a team is up by 20 points or more, they should stay within the 3 point line on defense. It is the intent of this rule for teams not to play "aggressive defense" in these situations. Take these situations and work on defensive zone or man-to-man positioning and don't necessarily try to steal every pass.
- C. A player, who due to his/her actions, has been ejected from a game by a referee, may sit on the bench for the rest of the game provided that he/she causes no disturbances. The player is however automatically suspended from playing in his team's next league or tournament game.
- D. A coach who has been ejected from the game must leave the gym and will be suspended from the next league or tournament game.
- E. A fan may be ejected from the gym at any time if warranted, by referees and/or personnel responsible for the gym.
- F. Unsportsmanlike conduct of coaches, players or fans before, during or after any games will be cause for disbarment from the league.

### VI. PLAYER PARTICIPATION RULES

- A. In all ages, participation is to be encouraged. Any NBA player who attends a game ready to play must enter the game at some time. The only exception is if a coach notifies the referee, prior to the game, that a certain player will not play due to disciplinary reasons. Failure to notify the referees will result in forfeiture of the game.
- B. Special participation rules for the 6, 7 and 8 and under leagues:
  - 1. All players must play for one continuous quarter if suited up and eligible for participation.
  - 2. No "within" quarter substitutions allowed until the second half of the game.
  - 3. In the second half of the game, there is free substitution for all players having fulfilled their continuous quarter requirement. Other players who have not played a continuous quarter must remain in the game for one continuous quarter until the quarter is completed.
  - 4. Any violation, intentional or otherwise, is an **automatic forfeit.**

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- C. Dual participation rule
  - 1. No player will be eligible to participate on more than one team in the NBA league.

### VII. TEAM ROSTERS

- A. Before the time of the first game, each coach shall present to the commission the official roster sheet for the team showing each player's:
  - 1. Name
  - 2. Uniform number
  - 3. Verified birth date
  - 4. Telephone number
- B. A team cannot have more than four girls on a roster
- C. No team shall have a roster of more than 12 players, and not less than 8 players, unless approved by the NBA commission. The NBA commission must approve any change in the player roster.
- D. Any additional players added after the team roster is submitted to the NBA **commission must be approved by the Association Commissioner. The Commissioner must then notify all the other commissioners of the addition. Each Commissioner must then add the player to the official roster book of that gym** The player may not play until he/she has been added to the roster by the commissioner. Players can be added to teams up to January 1.
- E. No player shall engage in any scheduled league game until his/her properly completed contract card is on file with the NBA commission.
- F. No player shall engage in any organized practice until his/her properly completed contract card is on file with the commission.
- G. Player's age must be verified, prior to start of season, by his commissioner.

### VIII. UNIFORMS

- A. Girdles may be worn underneath uniform shorts provided they are all the same basic color as the uniform shorts.
- B. T-shirts may be worn underneath uniform tops provided they are all the same basic color as the uniform top. T-shirts must be hemmed-no cutoffs, per Oklahoma Secondary School Activities Association (OSSAA) rules.
- C. Uniform numbers can contain any digit 0-99.
- D. Each team should have matching uniforms. At a minimum they must have matching shirts with numbers. Players will not be allowed to play without wearing a matching shirt. See clarification for "matching" uniform requirement on page 8.

### IX. GAME RULES

- A. The official rules of basketball, as currently adopted and in use by the Oklahoma Secondary School Activities Association (OSSAA) shall be followed in all leagues except as amended herein.
- B. Officials shall be certified by the OSSAA or approved by the commission. The administrative personnel of the association shall assign them to games. All league games shall be officiated by two officials, if available.
- C. If two officials are not available, games must be played with one official.
- D. Any game started with only one official must be continued with one unless the second official is provided to the starting of the second quarter of play. This rule may be modified if agreeable to both coaches.
- E. The regulation ball will be furnished by the commission:
  - 1. Ages 8 and under use the Jr. Ball.
  - 2. Age 9 through 11 and under uses the women's High School-sized ball.
  - 3. Ages 12 and older will use the men's High School-sized ball.
- F. The lane violation rules are:
  - 1. The 8, 9 and 10 and under leagues will use the 5 second lane violation rule.

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- 2. The 11, 12, 13/14 and under leagues use the 3 second lane violation rule.
- G. Free throws:
  - 1. Ages 8 and 9 under leagues use the bottom of the jump circle, or designated line distance (approximately 9 feet from the backboard) to shoot from, but the lane size for the 5 second rule remains the same as High School lane.
  - 2. Ages 10, 11, 12, and 13/14 and under leagues shoot from the regular High School line distance (approximately 15 feet from the backboard).
- H. Game Times:
  - 1. All league games will be played in four six-minute quarters, with one-minute intermission between first and second quarters, and third and fourth quarters. Half-time intermission will consist of five minutes. Overtime periods will be two minutes in length.
- I. Pressing rules:
  - 1. No backcourt pressure is allowed for the 6,7, 8 and 9 and under leagues. Officials will give one warning per team for backcourt pressure. The second warning for a team will be a technical foul (does not count towards coach ejection).
- J. Inbounding ball:
  - 1. All age groups/leagues are to alternate throw-ins on jump ball situations. There will be one jump ball at the start of the game only. The first Inbounding situation goes to the team who did not control the original tip. Overtime periods will start with a jump ball.
  - 2. Ages 6,7, 8, and 9 and under leagues:
    - a) If a time-out is called by the offensive team in the back or front court, then the ball must be inbounded in front court at mid-court line. Penalty is ball is given to the defensive team.
    - b) After a made basket, if the defensive team calls a time-out, the ball must be inbounded by the offensive team at the end of the courtline in the backcourt.
- K. The three-point shot will not be in affect if the gym floor is not marked.
- L. Time outs Four one-minute time-outs per game.

### X. PROTESTS

- A. The NBA commission will not accept protests.

### XI. NBA SUMMARY OF RULES

#### AGE

RULE	6,7,8	9	10	11	12	13/14
Time per Quarter (minutes)	6	6	6	6	6	6
Time per Overtime (minutes)	2	2	2	2	2	2
Time in Lane (seconds)	5	5	5	3	3	3
Ball Size	Jr.	Women's	Women's	Women's	Men's	Men's
Maximum Overtime Periods	2 *	2 *	2 *	2 *	2 *	2 *
Full Court Press Allowed?	No-Half Court Only	No-Half Court Only	Yes- Full Court **	Yes- Full Court **	Yes- Full Court **	Yes- Full Court **
Short Free Throws?	Yes	Yes	No	No	No	No

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\*- If game is still tied after two overtime periods, free throws will be shot alternately by each team with players on the floor at the end of the second overtime, after complete rounds of shooting by both teams. The team that makes the most shots will be declared the winner.

\*\* - No press allowed if ahead by 20 or more points. *See rule V. Sportsmanship, item B., page 5.*

### **New for 2004/05**

- 1. 1. If a team cancels, postpones or changes a scheduled game and then for whatever reason that game is not made up. The team that initiated the cancellation will take a forfeit loss. We would encourage the teams to work together and make-up all games, but for league standing purposes, if the game is not made up (for whatever reason) the team that cancelled will take the loss.**
- 2. Only two coaches (head coach and assistant coach) shown on the official team roster are allowed on the team bench. Each team may have a scorekeeper on the bench if the scorekeeper is actually keeping a scorebook. Only the head coach may stand up during the game, unless a technical foul has been given and the coach, by rule, must then sit down the remainder of the game. No other person, adult, child, etc may be on the banch or standing in the bench area, (coaches and players only!)**
- 3. We have added wording to "Sportsmanship" V. B. to include teams must drop back within the 3 point line when they are up by 20 or more. Even within the 3 point line, we would encourage not playing aggressive defense and emphasizing positioning more that trying to steal passes.**

**New for 2008-09 - Emphasis will be placed on enforcing the matching uniforms. Shirts are mandatory and shorts are preferred.**

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### **New for 2011-12 – Forfeit Fee :**

1. if your team doesn't show up for a scheduled game or is 10 minutes or more late for a scheduled game or if you have less than 5 players at 10 minutes past the scheduled game time, the game will be declared a forfeit and you will owe at \$75.00 to your coordinator for he/she to pay the affected gym.
2. If you have traded games with other teams and for "any" reason (other than they gym coordinator cancelling the game due to weather or gym problems) the game is not played due to miscommunication and someone not showing up, you will owe \$75.00.
3. Please note, the \$75.00 forfeit fee has two purposes, one to reimburse the gym for expenses of an "open" game slot and two, to penalize and hopefully discourage teams from forfeiting games. So even if the gym is able to move games or otherwise avoid game expense, the offending team must still pay the \$75.00 forfeit fee.
4. If a team forfeits two games during a league season, they will be removed from the league and the remainder of their games immediately cancelled with no refund of any league fees paid. so please don't join the league and ask us to schedule you games if more than one accidental forfeiture is expected.
5. If you absolutely must forfeit a game, please advise your coordinator and opposing coach 72 hours in advance of the scheduled game time or as soon as you know about the forfeit if something occurs at the last minute. No shows where the coordinator and/or other coach is not notified in advance are very frowned upon and the penalty for that is \$150.00 (payable before your next scheduled game).
6. Please don't enter the league and take up league space, if you plan to play a lot of tournaments and you place higher priority on your tournaments than you do our league.
7. Please have an adequate number of players on your team that you can still play if for example 4 or 5 players from the same school have a school game or activity.
8. There are no "open" game slots built into the schedule for you to just simply move a game to a more convenient time for you, to move a game, you must trade with a team or teams in an already scheduled game slot.

### **Uniform Rule- Clarification**

uniform rule - in an attempt to clarify our requirement for matching uniforms, let us first go to the basis for this rule. we see the uniform as a integral part of bringing a group of individual players together and becoming one team. each player has a responsibility to his team to show up to play in his team uniform. our nba league rule requires "matching" uniform tops and we encourage "matching" uniform shorts, but have not yet moved to require them, but at the very least shorts should be the exact same color. it is the league commissioners opinion that this is a fundamental part of being a "team".

"matching" as used in our rule should be taken in the most literal sense. same color, same texture, same uniform manufacturer, style and brand, same numbering font, same numbering color, same numbering size, etc. if the jersey has a logo, then all jerseys must have the same matching logo, if the jersey's has player names, then all jerseys should have player names. any trim or striping on the jersey should be the same on all jerseys. this has been an interesting issue as coaches and/or parents have tried to interpret "matching" in different ways in order to try to convince the league that their non-matching jerseys are "matching". our league rule intent is that except for the different numbers and/or different player names, the remainder of the jerseys are required to be an exact match.

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if you have any questions regarding if your uniform jerseys are "matching", that is probably a good sign they are not matching and should be approved by your coordinator before the league game schedule starts.

### Revisions:

10/26/89- Updated year, coordinator names, deleted trophy count, deleted post season comments.

10/31/99- Updated year, coordinator names, highlight major rule differences on page 7.

*10-10-00 – Updated year, coordinator names, uniform requirements*

10-9-01 – Updated year, 9 year old free throws, coordinator names, PCO gym, made the game change and \$50.00 fee language stronger.

10-11-02 – Updated year, 9 year old free throws

11-12-02 – Added Mustang information, updated adding player information.

9-24-03 - Added El Reno Information

10-20-04 - Updated year, revised coordinators, directions to El Reno, added "New for 2004/05"

11-1-07 - Updated year, revised coordinators, added EDM deleted PCO

10-7-08 - Updated year, revised coordinators, added NEW, added uniform emphasis.

10-21-09 – Updated year, deleted EDM and revised coordinators.

10-12-10 – Updated year, deleted NEW, added DCO and revised coordinators.

10-19-11 - Updated year, adding clarification of new forfeit fee guidelines and matching uniform rule